

## 3. AAAI 1983: Washington, D.C.

Michael R. Genesereth (Ed.): Proceedings of the National Conference on Artificial Intelligence. Washington, D.C., August 22-26, 1983. AAAI Press, 1983, ISBN 0-262-51052-9

## **Knowledge Representation and Problem Solving**

- Michael R. Genesereth: An Overview of Meta-Level Architecture. 119-124
- David E. Smith: Finding All of the Solutions to a Problem. 373-377
- Michael P. Georgeff: Communication and Interaction in Multi-Agent Planning. 125-129
- <u>Drew V. McDermott</u>: Data Dependencies on Inequalities. 266-269
- Ronald J. Brachman, Hector J. Levesque, Richard Fikes: KRYPTON: Integrating Terminology and Assertion. 31-35
- <u>Jean-Louis Lassez</u>, <u>Michael J. Maher</u>: The Denotational Semantics of Horn Clauses as a Production System. 229-231
- Mark E. Stickel: Theory Resolution: Building in Nonequational Theories. 391-397
- Anthony G. Cohn: Improving the Expressiveness of Many Sorted Logic. 84-87
- Eugene Charniak: The Bayesian Basis of Common Sense Medical Diagnosis. 70-73
- Carl Hewitt, Peter de Jong: Analyzing the Roles of Descriptions and Actions in Open Systems. 162-167
- Harry G. Barrow: Proving the Correctness of Digital Hardware Designs. 17-21
- Murray Campbell, Hans J. Berliner: A Chess Program That Chunks. 49-53
- Craig Stanfill: The Decomposition of a Large Domain: Reasoning About Machines. 387-390
- William J. Long: Reasoning About State From Causation and Time in a Medical Domain. 251-254
- Reid G. Simmons: The Use of Qualitative and Quantitative Simulations. 364-368
- Elaine Kant, Allen Newell: An Automatic Algorithm Designer: An Initial Implementation. 177-181
- <u>David W. Etherington, Raymond Reiter</u>: On Inheritance Hierarchies With Exceptions. 104-108
- Elaine Rich: Default Reasoning as Likelihood Reasoning. 348-351
- Jane Terry Nutter: Default Reasoning Using Monotonic Logic: A Modest Proposal. 297-300
- Philippe Besnard, Rene Quiniou, Patrice Quinton: A Theorem-Prover for a Decidable Subset of Default Logic. 27-30
- Jaime G. Carbonell: Derivational Analogy and Its Role in Problem Solving. 64-69

## **Cognitive Modeling**

- Neil M. Goldman: Three Dimensions of Design Development. 130-133
- Peter Norvig: Six Problems for Story Understanders. 284-287
- <u>Kristian J. Hammond</u>: Planning and Goal Interaction: The Use of Past Solutions in Present Situations. 148-151
- Mark H. Burstein: A Model of Learning by Incremental Analogical Reasoning and Debugging. 45-48
- Benjamin Kuipers: Modeling Human Knowledge of Routes: Partial Knowledge and Individual Variation.
   216-219
- <u>Richard H. Granger</u>, <u>Kurt P. Eiselt</u>, <u>Jennifer K. Holbrook</u>: STRATEGIST: A Program That Models Strategy-Driven and Content-Driven Inference Behavior. 139-147
- Sarah A. Douglas, Thomas P. Moran: Learning Operator Semantics by Analogy. 100-103
- Eswaran Subrahmanian: An Analysis of a Welfare Eligibility Determination Interview: A Planning Approach. 398-401

# Vision and Robotics

- John F. Canny: A Variational Approach to Edge Detection. 54-58
- John R. Kender: Surface Constraints From Linear Extents. 187-190
- James J. Little: An Iterative Method for Reconstructing Convex Polyhedra From External Guassian Images. 247-250
- Michael J. Brooks: Two Results Concerning Ambiguity in Shape From Shading. 36-39
- David G. Lowe, Thomas O. Binford: Perceptual Organization as a Basis for Visual Recognition. 255-260
- Darwin T. Kuan, Robert J. Drazovich: Model-Based Interpretation of Range Imagery. 210-215
- Robert A. Hummel: A Design Method for Relaxation Labeling Applications. 168-171
- <u>Tokuji Okada, Takeo Kanade</u>: Appropriate Lengths Between Phalanges of Multijointed Fingers for Stable Grasping. 301-305
- Rodney A. Brooks: Find-Path for a PUMA-Class Robot. 40-44
- <u>Terry E. Weymouth, J. S. Griffith, Allen R. Hanson, Edward M. Riseman</u>: Rule Based Strategies for Image Interpretation. 429-432

## **Natural Language**

- Kathleen McKeown: Recursion in TEXT and Its Use in Language Generation. 270-273
- Bradley A. Goodman: Repairing Miscommunication: Relaxation in Reference. 134-138
- Sandra Carberry: Tracking User Goals in an Information-Seeking Environment. 59-63
- <u>Paul O'Rorke</u>: Reasons for Beliefs in Understanding: Applications of Non-Monotonic Dependencies to Story Processing. 306-309
- Michael Lebowitz: RESEARCHER: An Overview. 232-235
- <u>Daniel P. Huttenlocher</u>, <u>Victor W. Sue</u>: Phonotactic and Lexical Constraints in Speech Recognition. 172-176
- Edward P. Stabler Jr.: Deterministic and Bottom-Up Parsing in Prolog. 383-386
- Henry Thompson: MCHART: A Flexible, Modular Chart Parsing System. 408-410
- Martha Stone Palmer: Inference-Driven Semantic Analysis. 310-313
- Ralph M. Weischedel: Mapping Between Semantic Representations Using Horn Clauses. 424-428
- J. Bachenko, Donald Hindle, E. Fitzpatrick: Constraining a Deterministic Parser. 8-11
- James Clifford: QE-III: A Formal Approach to Natural Language Ouerying. 79-83
- William C. Mann: An Overview of the Penman Text Generation System. 261-265
- Michael J. Pazzani: Interactive Script Instantiation. 320-326

## Learning

- Dennis F. Kibler, Bruce W. Porter: Episodic Learning. 191-196
- <u>Kurt VanLehn</u>: Human Procedural Skill Acquisition: Theory, Model and Psychological Validation. 420-423
- D. Paul Benjamin, Malcolm C. Harrison: A Production System for Learning Plans From an Expert. 22-26
- Richard E. Korf: Operator Decomposability: A New Type of Problem Structure. 206-209
- Paul Smolensky: Schema Selection and Stochastic Inference in Modular Environments. 378-382
- Douglas B. Lenat, John Seely Brown: Why AM and Eurisko Appear to Work. 236-240
- Patrick H. Winston, Boris Katz, Thomas O. Binford, Michael R. Lowry: Learning Physical Descriptions From Functional Definitions, Examples, and Precedents. 433-439
- Jack Mostow: A Problem-Solver for Making Advice Operational. 279-283
- Steven Salzberg: Generating Hypotheses to Explain Prediction Failures. 352-355
- Richard M. Keller: Learning by Re-Expressing Concepts for Efficient Recognition. 182-186
- Paul D. Scott: Learning: The Construction of A Posteriori Knowledge Structures. 359-363
- Larry A. Rendell: A Doubly Layered, Genetic Penetrance Learning System. 343-347
- Elaine Pettit, Kathleen M. Swigger: An Analysis of Genetic-Based Pattern Tracking and Cognitive-Based

· Component Tracking Mols of Adaptation. 327-332

## **Expert Systems**

- Anne v. d. L. Gardner: The Design of a Legal Analysis Program. 114-118
- William J. Clancey: The Advantages of Abstract Control Knowledge in Expert System Design. 74-78
- William R. Swartout: The GIST Behavior Explainer. 402-407
- Nelleke Aiello: A Comparative Study of Control Strategies for Expert Systems: Age Implementation of Three Variations of PUFF. 1-4
- Richard M. Tong, Daniel G. Shapiro, Brian P. McCune, Jeffrey S. Dean: A Rule-Based Approach to Information Retrieval: Some Results and Comments. 411-415
- James R. Slagle, Michael Gaynor: Expert System Consultation Control Strategy. 369-372
- Randall Davis: Diagnosis Via Causal Reasoning: Paths of Interaction and the Locality Principle. 88-94
- James A. Reggia, Dana S. Nau, Pearl Y. Wang: A New Inference Method for Frame-Based Expert Systems. 333-337
- John C. Kunz: Analysis of Physiological Behavior Using a Causal Model Based on First Principles. 225-228
- <u>Tom M. Mitchell, Louis I. Steinberg, Smadar T. Kedar-Cabelli, Van E. Kelly, Jeffrey Shulman, Timothy</u> Weinrich: An Intelligent Aid for Circuit Redesign. 274-278
- Jin Kim, John P. McDermott: TALIB: An IC Layout Design Assistant. 197-201
- Walter Hamscher: Using Structural and Functional Information in Diagnostic Design. 152-156
- Diane Warner Hasling: Abstract Explanations of Strategy in a Diagnostic Consultation System. 157-161

#### Search

- Chun-Hung Tzeng, Paul Walton Purdom Jr.: A Theory of Game Trees. 416-419
- Rina Dechter, Judea Pearl: The Optimality of A\* Revisited. 95-99
- <u>Bernard Nudel</u>: Solving the General Consistent Labeling (or Constraint Satisfaction) Problem: Two Algorithms and Their Expected Complexities. 292-296
- <u>Vipin Kumar</u>, <u>Laveen N. Kanal</u>: The Composite Decision Process: A Unifying Formulation for Heuristic Search, Dynamic Programming and Branch & Bound Procedures. 220-224
- Andrew L. Reibman, Bruce W. Ballard: Non-Minimax Search Strategies for Use Against Fallible Opponents. 338-342
- Madhur Kohli, Jack Minker: Intelligent Control Using Integrity Constraints. 202-205
- <u>Jasmina Pavlin</u>: Predicting the Performance of Distributed Knowledge-Based Systems: A Modeling Approach. 314-319

## **Support Hardware and Software**

- Scott E. Fahlman, Geoffrey E. Hinton, Terrence J. Sejnowski: Massively Parallel Architectures for AI: NETL, Thistle, and Boltzmann Machines. 109-113
- Elizabeth Allen: YAPS: A Production Rule System Meets Objects. 5-7
- <u>Robert Balzer, David Dyer, Matthew Morgenstern, Robert Neches</u>: Specification-Based Computing Environments. 12-16
- Henry Lieberman: An Object-Oriented Simulator for the Apiary. 241-246
- Gordon S. Novak: Knowledge-Based Programming Using Abstract Data Types. 288-291
- Eric Schoen, Reid G. Smith: IMPULSE: A Display Oriented Editor for STROBE. 356-358

DBLP: [Home | Search: Author, Title | Conferences | Journals]

Copyright © Thu Aug 22 08:24:56 2002 by Michael Ley (ley@uni-trier.de)



### NewsSeer: News recommendation seems

# Searching for Storin ss: Story-Generation from a R ad r's P rsp ctiv (1999) (Make Corrections) (1 citation)

Corrections) (1 citation)
Paul Bailey

From: <a href="mailto:cmu.edu/~michaelm/NISchedule (more)">cmu.edu/~michaelm/NISchedule (more)</a>
Homepages: <a href="P.Bailey">P.Bailey</a> [2] [3] [4] <a href="HPSearch">HPSearch</a> (Update Links)

NEC Researchindex Hom Context Related

(Enter summary)

Home/Search Bookmark

Rate this article: 1 2 3 4 5 (best)

Comment on this article

Abstract: Previous work in the field of automatic story-generation has largely neglected reader-response as an important aspect of the success of a story. This paper describes an approach to automatic story-generation based on an intuitive model of the cognitive states and processes within the mind of an imagined reader of the story. Generation assumes a privileged access to the responses of the reader, and proceeds by heuristically searching for story elements which create preferred abstract... (Update)

Context of citations to this paper: More

.... have been interested in agents that can understand stories (for example Bickmore and Cassell 1999) and generate stories (for example Bailey 1999, Lang 1999) from as early as the 1970 s (Davis and Travers 1999, Mateas and Sengers 1999) In addition, in recent years, the human...

Cited by: More

From PETS to Storykit: Creating New Technology.. - Montemayor.. (2000) (Correct)

Active bibliography (related documents): More All

- 0.9: Bibliography of Research in Natural Language Generation Mark Kantrowitz (1993) (Correct)
- 0.5: Characters in Search of an Author: Ai-Based Virtual Storytelling (2001) (Correct)
- 0.5: A Computational Model of On-line Story Understanding Smith (1997) (Correct)

#### Similar documents based on text: More All

- 0.5: Story Generation and Aviation Incident Representation.. Peter Clark Knowledge (Correct)
- 0.2: Getting to the point: Emotion as a necessary and sufficient.. Elliott (1995) (Correct)
- **0.0**: ATT Bell Laboratories Murray Hill, New Jersey 07974 Rs Ey (Correct)

#### BibTeX entry: (Update)

```
@misc{ bailey99searching,
  author = "P. Bailey",
  title = "Searching for Storiness: Story-Generation from a Reader's Perspective",
  text = "Bailey, P. 1999. Searching for Storiness: Story-Generation from a Reader's
    Perspective. In AAAI Fall Symposium on Narrative Intelligence.",
  year = "1999",
  url = "citeseer.nj.nec.com/bailey99searching.html" }
```

#### Citations (may not include all citations):

- 51 Computers as Theatre (context) Laurel 1993 Book Details from Amazon or Barnes & Noble
- 15 Notes on a Schema for Stories (context) Rumelhart 1975
- 13 An Oz-Centric Review of Interactive Drama and Believable Age.. Mateas 1997
- 10 The Metanovel: Writing Stories by Computer (context) Meehan 1976
- 8 Computer Story-Writing: The Role of Reconstructive and Dynam. (context) Dehn 1989
- 4 Story Generation Based on Dynamics of the Mind (context) Okada, Endo 1992
- 4 Learning from Text (context) Kintsch 1980
- 3 Literary Theory: An Introduction (context) Eagleton 1996
- 2 Aspects of the Novel (context) Forster 1990
- 2 A Modular Approach to Story Generation (context) Pemberton 1989
- 2 A Framework for Plot Control in Interactive Story Systems (context) Sqouros, Papakonstantinou et al. 1996
- 2 The Creative Process: A Computer Model of Storytelling and C.. (context) Turner 1994

- 2' Story grammars versus story total (context) Wilensky 1983
- 1 Mexica: A Computational Model of the Process of Creative Wri.. (context) Perez, Sharples 1999
- 1 A Model of Story Generation (context) Lee 1994
- 1 Technique of the Drama: An Exposition of Dramatic Compositio.. (context) Freytag 1968
- 1 A partial grammar of Eskimo folktales (context) Colby 1973
- 1 Writing Great Screenplays for Film and TV (context) Cooper 1994
- 1 Story Telling and Generalization (context) Lebowitz 1985

Documents on the same site (http://www.cs.cmu.edu/~michaelm/NISchedule.html): More Interactive drama on computer: beyond linear narrative - Szilas (1999) (Correct)

Narrative Construction Kits: "Who am I? Who are you? What are we?" - Bers (Correct)

The Chorus as Internalized Objects - Strohecker (Correct)

CiteSeer - citeseer.org - Terms of Service - Privacy Policy - Copyright © 1997-2002 NEC Research Institute